```
Sprite
+ SetTextureAttrib()
+ GetTextureID()
+ Load()
+ UnLoad()
+ ClearColor()
+ ~Sprite()
     Sprite2D
- texture
- width
- height
                               Color
  Sprite2D()
+ Sprite2D()
                           + R
+ Sprite2D()
                           + G
+ Sprite2D()
                           + B
+ UpdateTexture()
                           + A
+ SetTextureAttrib()
+ GetTextureID()
                           + GetHash()
+ SetPixel()
+ Load()
+ UnLoad()
+ ClearColor()
+ ~Sprite2D()
                #sprite
                             #color
                Component
              # height
              # width
              # x
              # y
              + Component()
              + IsInBound()
              + SetColor()
              + Render()
              + SetTexture()
              + GetTexture()
              + getWidth()
              + getHeight()
              + getX()
              + getY()
              + getColor()
              + operator==()
                      -components
    AttributeContainer
              < Component >

    currentID

    - freeIDs
    - mapper

    remapThreshold

    capacity

    - size
    + AttributeContainer()
    + AddElement()
    + GetElement()
    + RemoveElement()
    + GetSize()
    + GetCapacity()
    + SetRemapThresholdPercentage()
    + ~AttributeContainer()
    RemapAndResize()
```